

WHAT IS CLAIMED IS:

1. A method for establishing an event pool, the method comprising the steps of:
receiving a communication over a network from a network user desiring to create
5 an event pool;
receiving a communication over a network from the network user a selection of at
least one event pool;
establishing an identifier for the selected event pool; and
recording in a storage medium a data structure corresponding to the selected event
10 pool, the data record identified by the identifier.

2. A method as in claim 1, further comprising the step of offering to other network
users the opportunity to participate in the established event pool.

3. A method as in claim 1, wherein the establishing an identifier step includes soliciting
15 from the network user a name to be used to identify the selected pool.

4. A method as in claim 3, wherein other network users are able to participate in the
event pool by transmitting the name selected by the network user over the network.
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5. A method as in claim 1, further comprising the step of offering to the network user
over the network a plurality of different parameters or options for the selected event pool
from which to select.

6. A method as in claim 5, further comprising the step of receiving a communication
25 over the network from the network user corresponding to the selection of at least one of
the different parameters or options for the selected event pool.

7. A method as in claim 6, further comprising the step of recording in the storage
30 medium a record of the selection of at least one of the different parameters or options for
the selected event pool.

8. A method as in claim 7, further comprising the step of establishing, ordering, and retrieving designated parameters from the record of the selection of parameters or options for the selected pool event.

5 9. A method of providing an event pool having a plurality of possible picks for participation over a network by a plurality of network users, the method comprising the steps of:

establishing in a storage medium a data structure corresponding to an event pool;

offering over a network to a plurality of network users the opportunity to

10 participate in the event pool;

receiving from a network user a request to participated in the event pool;

soliciting from the network user inputs corresponding to a selection of one or more picks in the event pool;

recording in a storage medium the one or more picks made by the network user;

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upon completion of at least a portion of the events corresponding to the event pool; determining whether the one or more picks made by the network user comprise a successful selection.

20 10. A method as in claim 9, further comprising the step of retrieving a weighted ordering of inputs corresponding to a selection of one or more picks in the pool event from the record in the storage medium.

25 11. A method as in claim 9, wherein the opportunity to participate in the event pool is offered by a server maintained by the programming point.

12. A method as in claim 9, wherein the opportunity to participate in the event pool is offered by a server maintained by a third-party in a contractual arrangement with the programming point.

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13. A method as in claim 12, wherein upon receiving from a network user a request to participate in the event pool by the third-party, the network user is linked to a network interface maintained by the programming point.

14. A method as in claim 9, further comprising transmitting a communication to a network user an indication whether the one or more picks made by the network user comprise a successful selection.

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15. A method as in claim 14, wherein the communication comprises an email.

16. A method as in claim 14, wherein the communication comprises a wireless message.

10 17. A method as in claim 14, wherein the communication comprises a fax.

18. A system for providing an event pool having a plurality of possible picks for participation over a network by a plurality of network users, the method comprising the steps of:

15 a storage medium for storing a data structure corresponding to an event pool;
a network over which an opportunity to participate in the event pool is provided to a plurality of network users;

a server for receiving from a network user a request to participated in the event pool;

20 a server for soliciting from the network user inputs corresponding to a selection of one or more picks in the event pool;

the storage medium recording the one or more picks made by the network user; and

a processor for, upon completion of at least a portion of the events corresponding to the event pool, determining whether the one or more picks made by the network user

25 comprise a successful selection.

19. A system as in claim 18, further comprising a link to a third party, the link allowing the third party to offer the opportunity to participate in the event pool.

30 20. A system as in claim 18, further a router for transmitting a communication to a network user an indication whether the one or more picks made by the network user comprise a successful selection.

21. A method as in claim 20, wherein the communication comprises an email.

22. A method as in claim 20, wherein the communication comprises a wireless message.

23. A method as in claim 20, wherein the communication comprises a fax.

24. A method of providing an event pool over a network to a plurality of network users, the method comprising the steps of:

establishing by a network-enabled entity one or more pool services with a provider of event pool services;

maintaining by the network-enabled entity one or more servers capable of providing a network based user interface to a network user;

providing by the network-enabled entity to a network user over the network-based user interface the opportunity to participate in one or more of the event pool services established by the network-enabled entity; and

directing the network user to the event pool service provider to allow the network user to participate in the one or more of the event pool services.

25. A method as in claim 24, wherein the event pool services provided to the network user identifies the network-enabled entity.

26. A method as in claim 24, wherein the event pool services provided to the network user does not identify the event pool service provider.

27. A method as in claim 24, wherein the establishing step comprises determining a plurality of inquiries to be made of a network user desiring to participate in the one or more of the event pool services.